1. SPEED

You may set the speed that the computer displays; the computer moves to either fast or slow.

2. PIECES

There are 3 types of pieces: —

ARTILLERY - These are slow moving, used for hand to hand combat and long range firing.

INFANTRY - These are fast moving through all types of terrain, used for scouting and hand to hand combat. Infantry are superior to Artillery in hand to hand combat.

TANKS - These are medium moving, used for hand to hand combat and medium range firing. Tanks are superior to both Artillery and Infantry in hand to hand combat.

The total number of pieces must be between 15 and 150.

After entering the number of pieces the computer will pick its own pieces to the same total and design a terrain, then place all the pieces on the board in their respective corners.

3. TERRAIN

There are 4 kinds of terrain: —

PLAINLAND - Normal flat land with no effect on movement.

ROADS - Shown as black with dotted white line - movement is increased along roads. Moving off road ends movement.

HILLS - Shown as grey dots with circles to indicate top - decreases some movement. Increased firing range on hill top.

WOODLAND - Shown as trees on a white background - decreases some movement. No firing into woodland.

In addition there are minefields shown as skull and cross bones.

After the terrain has been designed and pieces placed the computer will randomly choose who goes first.

4. THE SCREEN

The screen is in three parts: —

1. On the left is the displayed sector.
2. On the right is: —
   i) The Sector Map showing the sectors in relation to each other.
   The flashing sector is the sector displayed.
   ii) The Compass with 8 directions used for movement.
   iii) Troops showing the number of pieces you have left.
3. At the bottom is the Command/Message area.

YOUR GO

When it is your turn you will see "COMMAND = " at the bottom of the screen for you to enter your command. Each piece may then Fire/Move or Move/Fire.

Your go is ended when: —
   i) The game is won or drawn.
   ii) You request an air attack.
   iii) You type in "END".

5. COMMAND MODE

In Command Mode there are 8 commands you can use: —

1. "Axy" - Air attack on square xy in displayed sector.
2. "END" - End movement go.
3. "Fxyab" - Fire from square xy at square ab in the displayed sector.
4. "Mxy" - Move piece on xy in the displayed sector.
5. "Sx" - Display sector x.
6. "SAVE" - Save present game.
7. "Qxy" - Gives the manouvreability and firing range of piece on square xy.
8. "QUIT" - Give up.

6. ATTACKING
There are 3 ways in which to attack a piece:—

Hand to Hand Combat - Moving to a square adjacent to any enemy piece/pieces. All hand to hand combats are fought straight away and are to the death i.e. one of them must win. Movement stops after your go. The attacker has a small advantage which is reduced as fights take place. Infantry can only fight hand to hand.

Firing - Tanks and artillery can fire at other pieces if the square is within range. If the piece fired upon is not hit it will retaliate if it has the range. One shot is allowed per piece per go.

Air Attack - This can be used once per go to attack any square in a sector containing blue pieces. It ends your go.

7. MOVEMENT AND FIRING

	MOVEMENT				RANGE	
	Normal	Green	Road		Normal	Hill Top
TANKS	3	2	4		2	3
INFANTRY	4	4	5		0	0
ARTILLERY	2	1	3		3	4

— You cannot fire into woodland or over a hill top directly in line.

— Attempting to move off the board is considered an act of desertion. Deserters are shot on sight.

— Landing on a minefield will either destroy the piece or clear the minefield. Movement stops after landing on a minefield.

— For example, to move an infantry piece on square D5 in Sector 4 type:—
      S4 - Display sector 4
      MD5 - Move piece on D5

You will then see a message "YOU HAVE 4 MOVES". Using the keys 1 - 8 around the compass, direct the piece as required. Landing on a square of less manouverability causes end of movement.

8. SECTORS
Sectors can only be displayed if they contain blue pieces, likewise the computer cannot 'see' into' sectors which do not contain red pieces. This means that ambushes, troop movements etc., can go undetected by the enemy.

COMPUTER GO

When you have finished your go the computer will have its turn, playing under the same rules and showing all movements in sectors containing blue pieces. For movement in sectors which do not contain blue pieces you will see the message "MOVEMENT REPORTED".

9. WINNING
A game is won when:—
  i) The enemy's home sector is successfully invaded and taken over i.e. contains none of its own troops

                      OR

  ii) You have an overall majority of 3:1.

If neither of the above have been achieved and the total number of pieces is less than 10 the game is drawn.

10. SAVING/LOADING GAME
To save a game type in "SAVE" in command mode at beginning of turn. This will save the game in its present condition.

To load a saved game load the Master and press ENTER to the prompt "Press ENTER to LOAD old game" then play saved game.